



TIFFANY STAR

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STAFF: Mike Mikesh and Ed Edwards.

TIFFANY STAR is a monthly amateur periodical published in support of the History of the Imperium Working Group (HIWG). The activities of HIWG are devoted to the development of the setting for Game Designers' Workshop's (GDW) science fiction role playing game of the far future, TRAVELLER. TRAVELLER is the registered trademark of GDW and is used with permission only. Portions of this periodical are derived from other TRAVELLER materials published by GDW or Digest Group Publications and are the copyright of the

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TIFFANY STAR is available to History of the Imperium Working Group members at the single issue price of \$1.00. Members automatically receive subscriptions upon the payment of dues. Annual dues for HIWG membership are \$12.00 and are payable to Ed Edwards, HIWG, 1410 E. Boyd, Norman OK 73071. Stamps accepted.

Illustrations and photo-ready articles are welcome. Send mail to Mike Mikesh, TIFFANY STAR, 3124 75th Ave #3, Landover MD 20785.

WHAT IN THE STARS

by Mike Mikesh

Poor ol' Ed has been getting hit from all sides, so I get to play bad guy this month.

We've received another surge of letters from members encouraging (and sometimes arm twisting) us to bring their complaints to DGP. Sorry, folks, but HIWG is staying out of this. The blunt truth is that we've been totally ineffective in matters of this kind. It only hurt and never helped the organization when we've become involved even in the mildest way. Just bypass us as there's really nothing we can do.

People look to us to lead crusades. However, that has never been our purpose. We would like to be a two-way conduit for communication, but even our effectiveness in this regard is in serious jeopardy.

One of the biggest reasons for the problem is that people go around Ed and write Joe. This is okay — we all live in free countries. But the fan mail also mentions association with HIWG and implies it should receive preferential treatment on that basis.

Properly, Ed should sanction all such HIWG contact. He is HIWG's representative and spokesman. Sadly, we've learned that his voice is lost amidst all the other HIWG voices appealing for Joe's attention. So, if you write Joe or Marc with ideas, suggestions, and most especially complaints, make a big effort to avoid mention of HIWG anywhere in the letter. On the other hand, mention of HIWG with your polished manuscript submissions and query letters does help the organization's standing and effectiveness.

Contrary to appearances, Joe has not closed the door to fan input. As he explained in a 7/29 message, fans are sometimes influential, but DGP can't pour over the body of material they receive word for word. While this reality seems to put limits on what HIWG can hope to do, the organization has had substantial influence on products anyway, although not directly through Joe.

A number of HIWGs have risen to the status of contributors, James Holden perhaps being the most notable of them. These new writers have not forgotten their comrades in HIWG, but actively solicit their input so as to enhance their products. This indicates that while we can do little for the designers, apparently we can do far more in direct support of the writers. To this end, I suggest the following.

Foremost, we should re-double our efforts to fulfill Joe's appeal for writers. This way, HIWG gives Joe what he needs, and HIWG amateurs have a welcoming ear through friends and associates who become writers.

Second, we need to reach out to others, who are already writers or trying to become such, to offer our support. Joe has agreed to circulate HIWG fliers to those that have sent him things, although we don't yet know how many that may be.

Third, operate HIWG more along the lines of a Mega-Traveller writers' exchange, something proposed by Bryan Borich. By this, the emphasis is less on amateur essays and more on what the writers have in progress. This will mean a corresponding change in Tiffany Star, but in ways already prompted by discussions with Kate Gelinas (ITT).

Pete Celella, for instance, will send material created by the Solomani Development Group, working on Mega-Traveller Aliens vol 2. Last issue, I offered material from the Asian side. We might also see some things from Rebellion Anthology vol 2 — Behold the Star, headed up by Dennis Myers. These things not only bring articles back to Tiffany Star, they also enable the rest of the membership to comment and contribute.

Amateur level activities won't be left out. I'm sure you all remember RimShots, the Quadrant 4 report from Dennis Myers, in TS#19. Other editors will be sending similar newsletters on a regular or semi-regular basis. I've already heard from Clay Bush (AAB), Kevin Parry (Starport), Don McKinney (Third Quadrant), Bryan Borich (Big Bang), William Lubelski, and a mention of interest from David Redding. (I'm still open to more.) This could potentially restore TS to 12 pages, still on a monthly basis.

Additionally, Bryan Borich has also started a semi-regular newsletter called Starships, Starports, and Vehicles. The first issue runs 10 pages and can be had by sending \$1 to Bryan J. Borich; 3890 50th Street; San Diego, CA 92115-3005.

Speaking of new periodicals, you all may want to take a look at Far & Away, apparently the fifth of Pacific Rim's hobby magazines. The first issue includes from Andy Keith, "The Complete Starport" and "Planetfall Supplemental Material" both for MT. From Bill Keith is an MT adventure "Special Delivery," and lots of his artwork. F&A covers other "SF" RPs also. A 6 issue subscription is \$24 (\$30 Canada, \$36 foreign) from Pacific Rim Publishing Company; 3833 Lake Shore Avenue; Oakland, CA 94610; USA.



HIWG CHAIRSOPHONT LETTER

by Ed Edwards



Dear Fellow TRAVELLER:

GENie: 8/11/90

ORIGINS SQUASH?

Again in 1990 my June accomplishments are minimal. At first I thought it might be because:

- 1) school is out and home schedules have to be adjusted
 - 2) it is hot and takes awhile for me to get used to it
- But, from this post-Origins site it is more obvious: **ORIGINS INCREASES WORKLOAD.** Yes - every year about the fourth of July, things change. The professional world regroups with exciting new plans and HIWG has to adjust also. Sheer dread of what will have to be done is enough to ruin June for me (not to mention I do not have enough time and I am too hot to enjoy it).

The new line-up appears to be:

- o Marc Miller - general GDW documents
- o Gary Thomas - CHALLENGE articles (MegaTraveller editor)
- o Joe Fugate - general DGP documents
- o Rob Caswell - THE MEGATRAVELLER JOURNAL (MTJ - formerly TRAVELLERS' DIGEST)

MTJ will concentrate on the Domain of Deneb (DoD) while all of charted space presumably can be covered in CHALLENGE.

WINDS OF CHANGE

From my listening post here at HIWG HQ, I find that:

- 1) The leadership of HIWG is not aggressive enough and is too pushy ("obnoxious wimp" is the exact phrase).
- 2) The goals of HIWG are too diffuse and too highly specific.
- 3) HIWG material is too copious in general and not enough exists on any given subject.
- 4) HIWG membership policy should be changed to become more exclusive and to promote faster growth.
- 5) HIWG is too highly structured and needs to become more organized.

If you can keep your head in the mist of all this confusion, it is obvious you don't understand the situation.

SURVEY

So, how confused are you? I'll find out if you will answer the following questions and mail the answers to Ed (my psionic mind reading facility has a 100 KM range).

- 1) Do you subscribe to TRAVELLERS' DIGEST?
- 2) Do you subscribe to CHALLENGE?
- 3) Pick one answer that best describes your role in TRAVELLER:
 - A) Player
 - B) Referee
 - C) Designer/Developer
- 4) Pick the one reason that best describes why you joined HIWG:
 - A) to help be a better referee
 - B) to help influence the course of the Rebellion
 - C) to discuss TRAVELLER matters with others
 - D) to get my TRAVELLER ideas published
 - E) (other - fill-in):
- 5) Are you working on a TRAVELLER novel (early planning stages count also)?
- 6) Have you refereed before players more than six hours in the past year?
- 7) Do you spend over 1/3 of your hobby time on TRAVELLER (as opposed to other RPGs, computer games, etc)?
- 8) In which area(s) should HIWG operate (mark all that apply):
 - A) product advocacy
 - B) product design
 - C) product development
 - D) fan interactions
 - E) fan/professional interface

- 9) Have you bought any HIWG documents in the last year? (include Bryan's disk, exclude TIFFANY STAR)

Have you received any of the following fanzines in the past year (other than through TS)?

- 10) AAB Proceedings
- 11) Gamer's Forum
- 12) Gateway Domain Newsletter
- 13) Julian Jolt
- 14) Rimshots
- 15) Starport
- 16) Terra Traveller Times
- 17) Have you received Bryan's disk of HIWG documents?
- 18) Are you hooked up to GENie?
- 19) How do you vision GENie?
 - A) interferes with HIWG
 - B) don't care
 - C) a potentially useful tool
 - D) a somewhat useful tool
 - E) the best thing that ever happened to HIWG
- 20) A spacecraft with a J-4 engine and enough fuel for a Jump-4. Before TD20, how much fuel did you play that was used for a Jump-1?
 - A) 25% B) 100%
- 21) Now that TD20 says the correct answer is 100% what will you use in your campaign?
 - A) a variant 25%
 - B) the official 100%
 - C) some other variant

If you would like to be on a list of potential reviewers for professional documents, please answer the following question. The professional organization reserves the right to select who reviews their documents - but have asked for such a list. If you cannot drop what you are doing hobbywise for 3 or 4 evenings to give complete attention to the reviewing chore - just move on to the next question.

- 22) Choose one area in which you feel most competent. Mark only one (if you cannot make up your mind - you are not qualified to do the review):

- A) stuff (space craft, equipment, robots, vehicles, etc)
- B) adventures
- C) aliens
- D) rules
- E) history

- 23) Will you re-enlist with HIWG?

- A) yes - even if I have to hock my mother-in-law
- B) yes - if I can find \$12
- C) maybe
- D) too early to tell
- E) no

Feel free to write long essays on your thoughts and opinions.

HIWG - Enhancing The TRAVELLER Adventure!

Ed Edwards, HIWG Chairsophont

NEW HIWG DOCUMENTS

Quadrant 1 Newsletter AAB PROCEEDINGS #10 edited by 8 pages Clay Bush. AAB PROCEEDINGS is now subtitled "Quadrant 1 Newsletter". This volume features a dozen plus thought provoking snippets ranging in subject from Challenge 52 plans to concepts of the Rift Republic via psychohistory. Clay's ship column features a mass-produced 10,000-Ton, J-3 cargo ship. Major writings are Scott Olson's review of FIGHTING SHIPS (GDW, 90) and his "Refits in the Rebellion". The volume concludes with some anti-Solomani propaganda showing the Illuminati are in control of the Rebellion. This document of Q1 is available in paper only for 12 cents a page from Clayton R. Bush (GENie: C.BUSH3); P.O. Box 85; Crowley, CO 81033.

BIG BANG!

This paper will attempt to be a continuing column in TS with the hopes of generating publishable MT material. In general assume all viewpoints are my own, not DGP's and GDW's. Where other viewpoints are used, I will hopefully give credit to the appropriate person, if I don't I'm sorry (it's either because I don't remember or am too lazy to look up those specifically responsible for it). Generally, I will be trying to form a consensus of a viewpoint from everybody's comments, with any luck I'll succeed.

Now as for how long I can sustain the energy for the current projects I don't know, that's at least partly up to the response (and hopefully I don't get overloaded on the other end of things, I'm also hoping that if there's enough response others will help and distribute the load).

One more critical thing, I will expect the Data Coordinators to do what they can to expedite this project. I would like to see you put in print what you can do to help transfer the electronic information. I would also like other GENIE users see what they can do about acting as input valves for non-GENIE people (THIS IS NOT AN ATTACK ON NON-GENIE, NON-COMPUTER PEOPLE, it is a realization that one needs to use the most convenient means of communication and publication at times, for example GDW and DGP like things on disk, this is reality).

GDW's Rebel's Tales Project

Temporary Project Manager: Bryan Borich

Deadline: Winter, '90 (possibly unrealistic, but it's easier to stretch, than to pull in, anyway before Joe's note you should've seen the previous deadline).

Submit to: Your choice, either James Holden or GENIE for review. I'd say GENIE review is best (more people can usefully comment in a timely manner, since James is busy for now, else he'd be working on it).

First off, my personal thanks to everybody who contributed their two cents for Rebel's Tales (that way nobody can say it was a thankless job, right :)).

The following material is from Joe:

GDW's Rebel's Tales is to be a cooperative effort between the professional game writers and the fans. Here's your chance to participate in the development of a MegaTraveller product.

For the record, James Holden will be the developer on this project, once the manuscripts start coming in this fall (get that James?). IN the meantime, I am spearheading the conceptual work on the product, and will consult with James when the time comes to make specific assignments.

I will likely act as James' assistant with the adventure part of the product, and be the lead in-house reviewer of the product after James.

So far, the credits will likely be:

Concept: Marc W. Miller, Joe D. Fugate Sr.
Development: James Holden,

Others of you can get your names in the "... location if you write portions of the manuscript that see print in the final product.

REBEL'S TALES

Rebel's Tales should be a 96-page guide (about 50% adventure and 50% background) to adventuring in the Rebellion. It should list a potpourri of adventure types that can be run in the Rebellion, and give the referee guidelines on how to set up and run these adventures. Next, 4-6 sample adventures should be given, each one being a different type. Detailed background information to support the locations, hardware, and NPCs of just THESE adventures should be given. Lastly, a small section covering the BROAD sweep of the Rebellion from 1120 - 1125 should be given. This last section needs to be very sketchy, since we don't want to give away TOO much right now. We just want the referee to know enough so that if his players try to assassinate Lucan, for instance, they know if they do that, they will no longer be official since Lucan still lives in 1125 (for instance).

That's what I think this book needs to be -- the guide to rebellion adventuring, with the emphasis on background and guidelines to encourage

ADVENTURING.

Okay, now it's time to list some concepts given about the particular details on what to consider when writing for Rebel's Tales. These are not given in any particular order of importance.

First off we'll start with background details:

1. Sidebar essays instead of whole sections dedicated to individual factions. Sidebars get right to the point of presenting interesting elements Rebellion referees can use in creating adventures. Some essays that come to mind are the cyborg terrorists among Margaret's Worlds, the Imperial Starlane, fanatic barbarian warriors devoted to the Celestial God/Emperor (Strepthon), the Black Squires of Illeish, pirate bands of Fornast, and so on. Sidebars aside, a discussion on how to create an on-going campaign in the Rebellion setting would be nice (Mike Mikesch is heading up this part). Even on a subsector level, the adventuring background dynamically changes. Referees need guidance as to how to handle this since there is so much to consider.
2. For the purposes of one of the adventures, the background might be given as series of newspaper front pages. Using this format you could give the GM and the characters the background info they need, as seen by the various different factions. Intermixed with these could be examples of some of the things individuals get caught up in, in the ongoing rebellion. Some Mercenary tickets can be placed as ads. Now intermixed with these articles/newspapers you can have sidebar nuggets. The idea is not to have it like the Rebel's Reporter column in TD, which has not been one of the more popular columns. It seems gamers don't like a lot of 'smoke and mirrors' propaganda -- they want to know the real truth -- nothin' but the facts. If they don't get the truth, they feel cheated. A way around this for example you represent the article from the two sides involved. Another idea on this would be to have a News Service that is considered unbiased represent that viewpoint (sorta' like the BBC was supposed to be during WWII, or VOA is/was on occasion and yes I know this opinion depends on who you listen to, but I don't wanna' hear it). Presumably TAS might fit in this category.
3. The excellent aliens, hard science, well developed background, the extensive design rules, etc. (Use existing material for equipment not new stuff).
--Major Race Aliens (if that term still has any meaning) an integral part of the adventure in a book NOT highlighting aliens. Spotlight books are good but show the referee how it can be done in the real world. Aliens presented in a matter of fact fashion with the reader referred elsewhere for alien details not directly involved in the adventure plot.
--The hard science background of SOPM in a true adventure setting. A setting designed for adventure and not to highlight the background and science. Make the technology a part of everyday life and routine. Don't be afraid to tell the referee where he can find more, but also don't load up on a lot of non-necessary detail.
--One book that will show someone with possible interest in Traveller just what the system has to offer and provide a beginners list of where to find more.
4. Try to avoid attachment to a specific location, try to make the adventures as generic as possible. Albeit, putting the adventure within one the Quadrant's would be okay presumably. More on this later.
5. 'The Scorched World policy in the Rebellion', there was a lot of discussion, important, about this. In general, there should be some stress placed on the fact that 'scorched earth' policies don't pay. Knightfall will demonstrate what a high tech battle is like. A couple of essays might somehow stress that this does not occur as a rule, but an exception.

Second off, how to get characters involved,

1. The classic patron encounter is always a good one.
2. Or, with the rebellion, the player characters (PCs) may just end up stumbling into the middle of something they wish they'd rather not be in, but since they're here, they might as well make the best of it.
3. And then there's the 'on the job' adventure, where the PCs get into an adventure situation as a part of their job -- like the active duty navy person, or the scientist on a field research expedition.

BIG BANG!

4. Ads in the local paper that the characters read.
5. Suicide adventure [another one of those controversial issues]. One of these is hoped for, but the general idea is that it not appear as such, that there be a possible way out, and that it be for a very good reason if it does occur. I expect this one will be the hardest to write correctly without setting everybody's triggers off.

Other notes. REBEL'S TALES should help specify the uniqueness of each faction's position. It should also have some adventures lots of referees will want to administer. The latter task seems the more difficult to me. The idea is to look at the Rebellion from another angle - From the bottom instead of the top. Most of what we've seen is the high level maneuvering... We get information on Lucan or Dulinor or Margaret or whoever. We see the movements of fleets and armies. We get the MegaCorporations moving back to Vland.

Now as Dave Cheever put it 'How do we do the above. I'd like to say, 'Beats me! That's what professional writers are for.', but it seems like the cowards way out. So here are a couple of suggestions:'

CODENAME: _____'s Revenge or The Food Here

A spy/intrigue adventure set in an alien capitol that allows the playing group to represent the faction of his/her/their choice in winning foreign favor for the faction.

PRO's: Opportunity for aliens, new equipment, background and current events can be included in instructions from home, would allow space to briefly develop the factions strategy for the post 1120 period. Generic as to group background and affiliation.

CON's: Far from any campaign would have to use one shot characters and be basically a one shot. Most adventuring groups do not include ambassador material.

CODENAME: Your Chance To Go Up In Smoke or Martyr's Minute

An high-tech/terrorism adventure highlighting equipment and ships. Taking place largely in space with limited resources and equipment. Perhaps even real-time. No matter what they try the only way the group can save a world/worlds is to all die themselves. The referee gets to kill them all in one adventure, its a one-shot anyway so who says that they cannot all die?

PRO's: Can spotlight equipment and need not have any NPC's, or at least any beyond the immediate instigator. How does a terrorist operate and work in the high tech imperium? Shock ending far from most other adventures. Horror of war! Generic as to location and background.

CON's: Probably no aliens. Might show off the Traveller system as to violent and not player oriented. Mad players.

Other problems and MY PERSONAL notes:

First off, you say you've never written before for publication, my comment is that if you have been playing or GMing MT you've got the knowledge on what adventuring is like and what you like to see, so that's no excuse, if you need help I'm sure we can talk some of the experienced writers into helping you out, after all you've gotta start somewhere and that's how most writers have started out, so start putting down that first word on a page.

I'm sure there are going to be more rejections than go-aheads, but there might be more than one REBEL'S TALES if we work hard enough at it.

Second thing, I'd like the QE's if possible to gather together the most pertinent information for inclusion into the background [HERE'S YOUR CHANCE TO MAKE THOSE THINGS OFFICIAL], if you can't do it, elect someone who can. WRITER's, I'd like you to use the background details available if possible, that's what HIWG is all about, if you don't want to, that's okay too.

Third thing, if adventures do get tied to certain quadrants, there should be an equal spread between the Quadrants, with repetitions occurring only with the Q1 and then secondarily Q3 [reason being is that DGP is concentrating on the Domain of Deneb, and then MTA2 will deal with the area around Q3, especially Dark Nebula area].

Fourth thing, you're possibly going to say, I've got no idea for an adventure, will there are plenty in topic 37, and you can look at 47 or ask and receive one (easy right?).

Joe's latest word about the project:

Rebel's Tales has been pushed back to a release next summer. In the meantime, Bryan, have at it. I appreciate your initiative. I'll drop by and make a comment now and then. In the meantime, Bryan, take it away.

First off, RT is now an active project. I'd like all HIWGer's to be involved in it as much as possible. To help speed things up, all material should be submitted on computer disk (if you don't have one or access to one, find a member with one who can type it up for you, this is another useful task for HIWGer's that are not involved otherwise).

Second off, my response to the 'What can I do?', at this point I have no specific ideas, all I can say is 'Ask not what RT can do for me, but what I can do for RT', sounds glib, I know. This is a book about adventures in the Rebellion, so therefore trying to write an adventure sounds like a good idea to me, the worst that can happen is a 'No' to it, but then you might have something publishable in one of the MT magazines, or some other project, hopefully we will be able make all adventures submitted workable for some sort of publication at least. This is also a book about the background of the Rebellion, therefore if your involved in detailing backgrounds, what 'pet' ideas would you like to see published and as an added thought, how can you write this up from a personnel viewpoint? And then of course there's the response 'Well, I don't know how to write adventure and I'm not involved in writing background', okay, but you can still try to think of interesting events in the Rebellion that might make interesting adventures [or what about adventures you've been in translated into the Rebellion], and last but not least there's critiquing the material generated.

P.S. Are these realistic deadlines, probably not, the idea is to apply pressure to get things moving fast and to keep it going. If you don't think you can make the deadlines, keep at it and submit things even if there late (hopefully we can see the material published elsewhere at the worst, at the best I don't expect RT to meet these deadlines, BUT I WILL ACT as if those are the real deadlines, okay?)

STARSHIPS DISCUSSION

First off, I'm jumping the gun here (hopefully I don't shoot myself either).

After F50tI came out there was talk about doing another starship's book, although with a different theme.

I suggest that HIWG see about actively pursuing such a project. If there was an sort of consensus on the project, it basically fell into two camps.

Given this, I'd like to suggest 4 (yes, 4) books. These 4 books fall into 2 areas.

The first would be 'Adventuring Ships of the Dark Nebula', the second would be 'Ships of the Dark Nebula'.

The next two would be 'Adventuring Ships of the Marches', and 'Ships of the Marches'. (possibility that Deneb area gets thrown in here too).

The concept of the 'Adventuring Ships' would be PC type ships including deck plans and a set of adventures involving that area.

The concept behind 'Ships' is just a collection of ships that would be found in that area (i.e. a 101 ships type book).

Now as for the reasoning behind these projects.

First off, the Imperium is large, and presumably each sector would have different needs as to the types of ships serving that area. For instance, in the Dark Nebula area one should be able to find Solomani, Aslan, and Imperial ships (this is looking at the gross level). Whereas in the Spinward Marches area you'd find Aslan, Imperial, Zhodani and Vargr vessels. Looking at each area more closely the Aslan and Imperial ships of these areas should be different (i.e. an Imperial Marches ship would be different then an Imperial Nebula ship, since the sectors

BIG BANG!

might very well have different needs, at least I hope so).

Given this differentiation one needs to analyze these sectors to look at the tech levels, jump range and products that might be moved in the area (and one mustn't forget passengers). Therefore the sector analysts have a good job cut out for them. One might also want to look at the Economic Data relating to the area (as done by Tim Koors, and possibly Plevritis).

The next step would be looking at these sectors from an adventuring viewpoint. What interactions between worlds/governments/factions are going on in the area.

I have intentionally left a few things out at the moment, because I want to see what the general comments are and we still need an official green light on such a project (unless we decide to force a market for it so to speak, i.e. work on it anyway and hope to sell it like Terry's Wet Navy Project).

There is one more critical thing, once ships are officially accepted for the project, the construction of these vessels should be double checked by 2 other people, all of whom are using different spreadsheets. Yes, this part will be a pain, but hopefully we'll avoid errors on that end anyway.

Second thing, the reason for Dark Nebula first is to help support MTA2 (if the Marches lasted this long, they should be able to survive about two months or so longer). I'm expecting these books will take about 6 months (1-2 months analysis, another designing, another two doing adventures/deck plans etc... and 1 month fudge factor)

Okay people, now it's time for everybody else to mull this over and see what they think about it.

Here's some talk from Rob Prior about a Starships Project:

I see the book [202 Starships] as a collection of starship designs with small write-ups (rather like 101 Vehicles). To enhance its utility I suggest making the military section a complete naval unit including support craft. So far a tentative tech level split is 22 TL9, 30 each TL10-15 (total is 202). Function split will be 1/3 naval, 1/3 paramilitary, 1/3 civilian. Military vessels will use Clay Bush's nomenclature.

I'd like to see the FToSI idea of gradual development retained (about the only good part of the book). This will help cut down the design work, as well as provide a sense of continuity and history to the game. Ideally the military vessels should be tested in a TCS campaign, but I suspect that there aren't enough designers to do that (besides, Scott Olson would probably wipe us out anyway).

Now, for some initial responses from Mike Mikesh and Joe Fugate.

The good news is that it appears that Joe already has a manuscript for 101 Starships.

The bad news is that there's doubts about the workability of such a project. First because I proposed 4 books (glad I didn't mention more would be a possibility). There's a possibility that this might exceed DGP's and GDW's ability or desire to publish this number. Second, there's the artwork problem, as Joe put it "since EVERY vehicle is illustrated, and lots of art is not cheap. Why do you think Fighting Ships doesn't have every ship illustrated? It's expensive and hard to stay creative so that each illo looks fresh, that's why." The third problem, is that the stats are very prone to error and it's hard to doublecheck them. As Joe put it at one point "Yikes!". The fourth is that ships are generic and that in any case they all start looking alike. Mike thinks that if we do such a project "Adventuring Ships of the Marches" sounds like your strongest product in my opinion."

My response is yes, I definitely agree 4 books is a lot from their previous standpoint and is certainly ambitious to say the least. That was the intent. Yes, I am at least partly aware of the artwork and error prone stats problems (albeit I will grant I do not know the specific economics, but then that's not entirely my job, just a concern that I need to account for). So in accounting for error prone stats, I believe I already mentioned a solution for that in my initial response (three way checking, each separately, of course this need the extra volunteers, the idea being that if two designs agree, they should be correct, especially when done

independently). In relation to the artwork, well I'm not sure what I can do about this, I've got two unknown artists (Paul Sanders and Matt Laaski, who are probably wondering how they might have gotten into this at the moment) who might be able to expand on the variability of the design along with the one's who are already around, plus the fact that does every ship seriously need to be drawn (responses out there anybody? Personally graphics are nice and necessary, but I'd prefer a flashcard type affair for ships with personal drawings, otherwise the picture really isn't super useful although it helps push the product). Next, there's the comments that starship's are generic, my viewpoint (as has been pounded into me to some extent) is that they are not, everybody involved in MT keeps pointing out that it is a large universe and that sections of it have different needs, on some of the starship designs I have seen or that have been published before for Traveller, there are ships that are constructed to work in a different or selected area of the Imperium (Leviathan, Azhanti, Dave Cheever's designs, etc...). The last seems to be the problem for someone to differentiate there designs over the length of the product, yes, granted, but that's one person, personally I'm expecting at least four people offhand and I expect more will jump in (Scott Olson, Rob Prior, Dave Cheever, Clay Bush, Matt Laaski and possibly William Lubelski just to name designer's I know offhand).

So HIWGer's it's in your ballpark. Do you want such a product. What type of starship product do you want. Ask other players/GM's you know, get them to send something in writing or on disk.

ROBOTS & CYBORGS DISCUSSION

In TD #20 it mentions Robots and Cyborgs on the production schedule but with no definite release date.

I propose (as I jump the gun again) that we start working on this discussion now.

It says that this book will contain 'Updated robot design rules for MT, plus new rules for creating cyborg characters. It will also incorporate 101 Robots, with new art.'

Okay, sounds okay so far, sorta. The only problem I see might be fitting 101 Robots in.

Personally what I'd like to see is new construction rules, cyborg characters and background. By background I mean the history of Robot use in the Imperium, how the other races use them and design them. How Cyborgs are viewed, how do the other races deal with them, etc... How do Robots act? How do you interact with them? After this stuff is done then squeeze in robot designs (which might still make 101, but....) For that matter how do different parts of the Imperium view robots and cyborgs?

Okay, guys, what are your viewpoints.

Mike Mikesh's response:

Anyway, its my fond hope that Robots & Cyborgs will incorporate the lifetimes Marc introduced in Adventure 13 - Signal GK. I uploaded a short essay about this under Topic 45. Under the circumstances, it sounds appropriate for me to upload the follow-on essay to that under this topic.

Sub: Nics and Robot Characters

The Natural Intelligent Chip (Nic) that evolved on Cymbeline (Solomani Rim 2527) offers some intriguing possibilities in role playing. Robots - Book 8 discusses the use of robots as characters. But none at TL15 and lower are legitimately sapient, even if it possesses intelligence, education, and a personality.

Conversely, a Nic is already sapient. But it has such limited memory capacity that it benefits greatly by using external means of data storage. A robot and a Nic each possess what the other lacks. A joining of the two strikes me as a perfect union.

What would a Nic/robot be like? Anything. Because personality is so complex, it would still have to reside in the robot brain. A Nic is too simple a being to contribute much to personality. This means the robot probably could continue in its role even if the Nic stepped out to use the bit bucket. But friends could probably tell when the Nic is in residence and when the personality is

BIG BANG!

artificial.

(Note that even if the Nic did 'step out' for a time, it wouldn't have to ask, 'what did I miss.' Memory of what transpired is organized and stored in the robot brain. The Nic can plug back into involvement without missing a beat.)

As an additional aid to understanding the relationship between the Nic and robot brain, consider the roles of PC and player in RP gaming. In this parallel, the robot brain is much like a player character. Its possible for the character to function as a NPC, a slave to die roles. But if the character's actions are decided by a player, that character has more 'life'.

Same thing with the robot. The robot will operate within the limits of its programming. But as soon as a Nic takes charge, it has the capacity to become fully self-willed and free to pursue its own goals.

Comments from Joe:

Subject: Bryan strikes again

I have no problem with Bryan leading a discussion about one of our products. Just realize I may or may not read everything posted, and your discussions are not in any way to be construed as our official direction on the product.

We already have a real good idea what is to go into most products we are working on them, and so further fan input, while sometimes influential, isn't always poured over by us word for word. It's not that we wouldn't want to, it's just that its often easier and more fun for us to dream up our own ideas - - but shucks, you guys know that - that's why you enjoy this board so much. Generating ideas about a game you love is FUN.

So talk, kick around ideas, and have fun. But don't count on every little thing you say having any effect on what the product will be. If I said anything else, I'd be less than honest.

So I propose a discussion in the hopes that maybe something that might be overlooked is included.

Further Notes from the I/O Stream

Okay guys, I now have the IBM, Atari, Amiga and MAC machines covered, we're seeing what we can do about Apple (likely) and Commodore (difficult and not likely currently).

Here's the list of Coordinators and there addresses:

IBM
Bryan J. Borich
3890 50th Street
San Diego, CA 92105-3005
New Address starting 9/1/90:
5824 Andros Court, #1
San Diego, CA

Amiga
Scott Olson
1400 Terrace Drive #201
Roseville, MN 55113

Atari
Peter Hircock
8 Assiniboine Road, #405
Downsview, ONT
Canada M3J 1L4

MAC
Scott Streibich
P.O. Box 817
Tallahassee, FL 32302

IBM info:

Cost to cover shipping and handling will be \$1.50 for the first 360k diskette, or \$1.80 for the first 1.2 meg disk with an additional \$.50 for each additional 360k diskette and \$.75 for each 1.2 meg disk (up to about 3 disks

max per package). The only limit to the number of files per disk is the space needed. File sizes are approximate. If needed a compression utility will be used to compress the material to fit more on a disk. Currently the utility that will be used is pkzip version 1.1. I could supply the unzip utility to uncompress them if needed. Foreign postage please add an additional \$.20.

If you need 3 1/2" disks this can be arranged, but I'm not really set up to handle them, and they cost would be a bit more.

AMIGA info

Current costs for HIWG Docs on Amiga disks are \$2.50 for the complete set. Requirements are a copy of PKAZIP or PKUNZIP. This set is 2 3.5" disks, which expands to 5 disks.

Other Formats:

Send an SASE to the appropriate Coordinator (please note that since Hircock's in Canada, he'll need an International Reply coupon) telling them what you want so that they can tell you the cost (AND HOPEFULLY REAL SOON I'll hear something to that effect to).

OTHER NOTES

Okay HIWGer's, I know you have stuff on diskette that you use or that contain HIWG docs already. I'd like to see this material pop-up to the appropriate Coordinator, so we can cut down on the paper if possible and to make it easier for new HIWGer's to catch up on that material.

Yes, this does require some extra effort and cost, but you'd be surprised at how much more useful the stuff is on disk (try doing a paper search on articles mentioning Lucan, now try that on disk, which is faster).

Also, this is how 3 of Clay's papers got bought up, it's much easier for GDW and DGP to use material that's already on disk.

Also, for interchange purposes between different computers and in some other cases, text is best (i.e. ASCII), no tabs.

NOTE TO COORDINATORS

Enclosed with this TS is a list of what I have, if you don't have something on the list tell me, if you have the earlier version and need the new one (note date/size), tell me. Also note that several Docs were withdrawn (all of Clay's 130x series and R001-R005, either because they were sold or outdated).

LAST NOTE

Clay has developed a new HIWG survey form, among the questions asked are what computers do you use/have access to. The reason for this in part, is to try and provide better 'Data Coordination'.

This service is not trying to lock out those stuck with pencil and paper, so don't feel left out, you're not being ignored. After all, if I get Docs on disk and can generally than reprint them, saving 1/3 to 1/2 on the number of pages, saving postage and copying costs there too.

Yes, this does get me 'free' copies of the Docs, but if you asked me I'd probably prefer paying for them and skip the hassles involved in this job (not to mention costs of retyping, currently, keeping other Coordinators updated and inline, and reprinting Docs for the QE's).

NOTE TO PETER HIRCOCK

I owe you an update. The reason for the delay in part is that Scott has been testing out whether he can deal with Atari disks (therefore making my life easier, fewer people to wonder about who got what as I have trouble keeping that part of the job organized).

Other Special Thanks,

Ed Edwards
Scott Olson
Steven Eric Schwartz
W. Liaw 'MAC'

And

Dave Cheever (get's credit for first adventure that might get published)
Mike Mikesh

Class Name	TL	Description	Author	Size	Date
-ATL	14	Zhadani Strike Cruiser	William Lubelski	2,044	01/90
Azhanti	14	Frontier Cruiser	Clay Bush	1,940	01/90
Cutter	13	Imperial Cutter - Sensor	Clay Bush	1,411	06/90
Dorbeka	14	(AT) Multi-latron Transport	Clay Bush	1,932	01/90
Dragon	15	SDB	Scott Olson	2,044	01/90
Eyrle	12	Close Escort	David Cheever	1,649	06/90
FL-1597	15	Light Fighter (two versions)	Scott Olson	1,527	06/90
FS-1328	13	Strike Fighter	Scott Olson	1,625	06/90
FS-1521a	15	Strike Fighter (Coax Variant)	Scott Olson	1,958	01/90
FSX-1521	15	Strike Fighter, Experimental	Scott Olson	1,762	06/90
Girkamdi	15	Strike Destroyer	Scott Olson	2,633	01/90
Heather	12	Freighter	Dave Cheever	1,309	06/90
Ikagila	15	Jump Ship	Scott Olson	2,127	06/90
Inkaolur	14	(D2) Dreadnought	Clay Bush	2,032	06/90
JU-1501	15	Unmanned Recon Probe	Scott Olson	1,840	06/90
Karbana	14	(AT) Transport	Clay Bush	1,628	01/90
Kheahloi	14	Asian Colonial Carrier	Dave Cheever	2,167	08/90
Khula	11	Battlecruiser	Clay Bush	2,143	06/90
Khyron	21	Battleship	William Lubelski	9,376	01/90
Kilan Dagansur	15	SDB	Scott Olson	2,373	01/90
Kyrk	12	Scout	Dave Cheever	1,401	06/90
Laird	12	SDB variant of the Eyrle	David Cheever	2,187	06/90
Liberty	13	Bulk Transport	Clay Bush	1,516	06/90
Lokhtcal	14	Asian Fighter	Dave Cheever	1,713	08/90
Madronia	15	SDB	Scott Olson	2,373	01/90
Nonstandard	13	Commerce Raider	JC	5,987	06/90
Paiadin	13	Battleship	Scott Olson	3,163	02/90
Regal	14	Battle Cruiser	Clay Bush	2,013	01/90
Tisba	14	Multi-latron Transport	Clay Bush	1,574	01/90
Tweed	12	Freighter	Dave Cheever	1,244	07/90
Valkyne	21	Hi Tek Fighter	William Lubelski	6,001	01/90
Vlasrebr	14	Zhadani Heavy Fighter	William Lubelski	5,350	01/90
World	14	Battle Tender	Clay Bush	2,083	06/90
Zhimaway	14	Battle Rider	Clay Bush	1,919	01/90
Vehicle Design	TL	Description	Author	Size	Date
Dodge City	8	Jet Fighter	Terry McInnes	1,311	01/90
El Toro	8	Jet Heavy Transport Helicopter	Terry McInnes	1,769	01/90
Fulda	8	Jet Transport Helicopter	Terry McInnes	1,301	01/90
Phoenix	8	Jet Helicopter Gunship	Terry McInnes	1,320	01/90
Rio De Janeiro	5	Rigid Airship	Terry McInnes	1,391	01/90
San Antonio	13	Gray Fighter	Terry McInnes	1,247	01/90

Doc #	Title	Author	Size	Date
Asianmap.exe & .pas	A Q&D program that helps change a regular sector into an Asian sector. Here just as an example.	Bryan Barich	about 18k	01/90
Cooper.dat	List of Magazines/Companies relating to Traveller/Megatraveller	Starport Group	19,770	01/90
DESCRIBE.bas, DESCRIBE.exe	Program to describe planets within a sector	Starport Group	5868 & 28464	01/90
EQUIPM.dat	Database of Equipment	Starport Group	100,826	01/90
Finder	A set of 'C' language Source code programs to be used for searching data files generated by the Starport group	Starport Group	about 5k	01/90
IBMBEST.exe	Bestiary generation program	Bill Hazeltine	62,464	01/90
MAGS01.dat, MAGS02.dat	Database of subjects from articles in the JOURNAL	Starport Group	14888 & 14283	01/90
MATCH.BAS, MATCH.EXE	Program to match planets within a sector	Starport Group	3283 & 39758	01/90
NPC.bas, NPC.dat, NPC.exe	Generates characterization for NPCs using playing card method	Starport Group	1,828 & 3,437 & 37,154	01/90
SECTOR FUELCALC.EXE HEX.DAT LOCKER.EXE MAP.SCN README.DOC SECTOR.EXE SPINWARD.MAP WORLD.EXE	A set of programs for Traveller A fuel consumption calculation program Data file for World.exe Keeps track of items in the ships locker Data file for World.exe Background info on the programs Economic calculation program Sample map for World.exe	Tony Daimedias	36,602 32,400 47,628 16,199 3,788 136,126 29,139 48,542	06/90
Space Combat Starship	Space Combat program for Traveller Ship design program for Traveller	Tim Koors	18,857 26,173	01/90
STRINGS.be	Planetary Code List	Starport Group	7,253	01/90
TASKS.dat	Data file containing most published tasks	Starport Group	88,521	01/90
TL11 TL12 TL13 TL14 TL15	Ship design worksheets for Lotus or Lotus compatible spreadsheet programs. Beta versions.	Clay Bush	about 35k each	01/90
UWP (consisting of UWP.DOC, UWP.EXE, UWPSRC.BAS)	This program takes the UPP code and translates it into understandable English. Written in QB4.5	Bill Hazeltine	1,920, 48,410, 14,167	01/90
UWPGEN.exe & .pas	Generates Main Worlds for Traveller. Written in TP4.0	Vaclav Ujick	12,512 & 14,359	01/90

NOTE: These files require the 'C' language software to access them, although they are in standard text format. The 'Finder' program provides the method to access the file.

NOTE: These are just working versions of the sectors, they are not complete, nor necessarily accurate.

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Doc #	Title	Author	Size	Date
001.01	Grand Explorations preliminary text	Mike Millesh	97,976	06/90
005.01	Allegiance Codes	John Meyers	11,200	01/90
032.01	Cold Nuclear Fusion - Tech Brief	Duncan Law-Green	6,869	06/90
032.02	Nuclear Fusion Reactor System - Tech Brief	Duncan Law-Green	9,380	06/90
040.01	Dirty Deeds of the Rebellion	Gary Affeldt	4,345	01/90
044.01	Econ: Income & Shipbuilding Capability	Tim Koors	70,680	06/90
044.02	Econ: Per capita Paper	Tim Koors	27,718	06/90
052.01	Survey of the Ancients	Clay Bush	35,794	06/90
052.02	Compiled World Names	Clay Bush	12,833	06/90
052.03	Super Novas - Stellar Death	Clay Bush	10,453	06/90
052.04	Non-Imperial Megacorporations	Clay Bush	11,069	06/90
052.05	Interstellar Economics 101	Clay Bush	18,840	08/90
103.01	Alun Sector Ship Designs	David Cheever	11,069	08/90
1104	Corrections to Rebellion Sourcebook	Clay Bush	7,451	01/90
119.01	Vargr Ship Raider Pack	Scott Olson	7,325	08/90
119.02	Imperium Fleet Ships	Scott Olson	42,286	08/90
119.03	Imperium Merchant Ships	Scott Olson	9,008	08/90
122.01	Solomani Society 1.0	Pete Cellala	49,383	01/90
122.02	Early Terran colonization efforts		18,564	
122.03	The Rule of Man and The Long Night		21,159	
122.04	Solomani contact with the 3rd Imperium		10,754	
122.05	Sol Military/Physiology/Corporations		60,833	
142.02			11,827	07/90
1701	First Thoughts on Ship Design w. Addenda	Clay Bush	8,948	01/90
1703	Rebellion Sourcebook Ships corrected	Clay Bush	23,035	06/90
1902	Yes, But what are Psionics exactly?	Duncan Law-Green	19,626	06/90
3103	Vargr Attacks on Corridor	David Riddell	9,335	01/90
3104	Duke Rahman in the Rebellion		7,444	
3105	Four personalities of Corridor		10,353	
3106	What is Corridor Sector all about?		9,585	
3107	The Corridor Chronicles		5,013	
3108	The History of the Imperial Mid-rift Stations		10,862	
3109	Whatever happened to Admiral Marsh		7,623	
3111	Corridor Timeline section 2		9,233	
3201	Vand Astrography	Clay Bush	11,971	01/90
4101	Illeish Federation Factsheet	Russ Fountain	1,720	06/90
4103	Power Delineations in the Illeish Sector	Russ Fountain	7,095	01/90
4104	Lavender Industries	Russ Fountain	415	06/90
4105	Newsbrief - Lukan, 001-1117	Russ Fountain	1,012	06/90
4106	Duke Davenport - Important Personality	Russ Fountain	3,020	06/90
4201	Sector Analysis: Zarushagar Sector, 1116-1119 (2/21/90)	Greg Videll	20,258	06/90
4203	Future History: 1120 and Beyond (2/23/90)	Greg Videll	11,087	06/90
4208	Corporate Zarushagar	Greg Videll	11,582	06/90
4209	Quick Reference to Nobles and Fleets	Greg Videll	2,916	06/90
4210	Chronology of the Rebellion in Zarushagar	Greg Videll	4,647	06/90
4211	Selected Mercenary Units	Greg Videll	6,959	06/90
7401	Alpha Crucis Sector	James Ujick	13,861	01/90
A001	The Way of Antanan Liberation	Charles Kimball	11,083	01/90
AS01	Yeriyutwoko Character Profile	Alan Hopkins	2,750	01/90
L001	Lucan's Lieutenants	Gary Affeldt	28,331	01/90
R006	Military Policies	Clay Bush	12,501	06/90
SW01	"Real" Strephon is a Clone?	Ed Edwards	13,508	06/90
SW02	Who is the "Real" Strephon?	David Lai	9,256	06/90
Quad1.doc	Quadrant 1 Documents	Clay Bush	6,570	06/90
Quad3.doc	Quadrant 3 Documents	Don McKinney	11,438	06/90

Sector Name	Size	Date	Sector Name	Size	Date
Alpha Crucis	33,168	01/90	Ley	26,314	01/90
Armeduan (Mikash)	29,302	01/90	Lishun	40,877	01/90
Antares	37,575	01/90	Massalia	31,345	01/90
Cora	36,949	01/90	Mendon (Mikash)	31,534	01/90
Corridor	18,267	01/90	Meshon (Mikash)	29,330	01/90
Dagudashaag	37,945	01/90	Old Expenses	29,100	01/90
Daibei	30,769	01/90	Reavers Deep	22,118	01/90
Delphi	23,590	01/90	Refi	8,829	01/90
Deneb	25,995	01/90	Rift Span	7,832	01/90
Diaspora	30,941	01/90	Solomani	27,191	01/90
Empty Quarter	21,374	01/90	Spica	30,691	01/90
Fornax	35,089	01/90	Spinward Marches	29,461	01/90
Glimmerdrift	23,964	01/90	Trojan Reach	26,555	01/90
Guthmaga	36,253	01/90	Verge	16,294	01/90
Hinterlands	29,846	01/90	Vland	34,033	01/90

AAB Newsletter	Size	Date	Starport Newsletter	Size	Date
AAB #1	12,385	01/90	0D00	1,157	01/90
AAB #2	15,159	01/90	0D02	9,476	01/90
AAB #3	12,144	01/90	0D03	8,568	01/90
AAB #4	1,689	01/90	0D04	2,998	01/90
AAB #6	17,300	01/90	0D05	8,181	01/90
AAB #7	25,742	01/90	0D06	5,169	01/90
			0D07	5,853	01/90
			0D08	7,400	01/90
			0D10	13,985	08/90
			0D80	7,327	01/90

DGP & GDW DOCS			
World Builder's Handbook Index	11,119	01/90	
COACC Errata	7,114	01/90	

